SEGA
GENESIS
16-BIT CARTRIDGE

QUACKSHOT

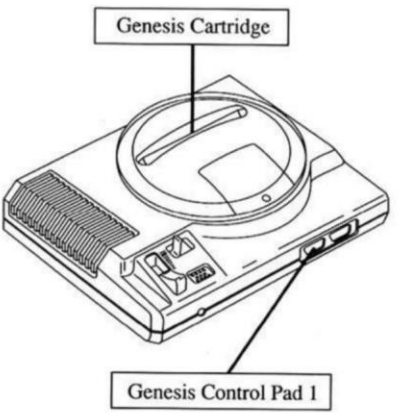
STARRING DONALD DUCK

INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the *QuackShot* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen, and then, in a few moments, the introduction will begin.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure the system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. When the Title screen appears, press the **Start** button to begin.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



For Game Play Assistance, call
1-415-591-PLAY.

A Treasure Hunt Across the Continents!

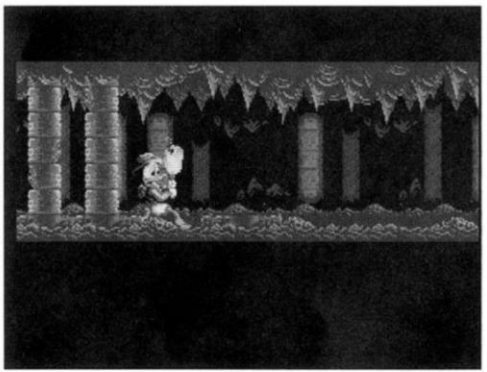
While Uncle Scrooge naps, Donald Duck is flipping through some old books in the library.

Waaack! Out falls a strange piece of paper from one of the books. It's a long-lost message from King Garuzia, the old-time ruler of the Great Duck Kingdom. He's hidden his most prized possession somewhere on earth. And he's left a map that leads to its whereabouts!

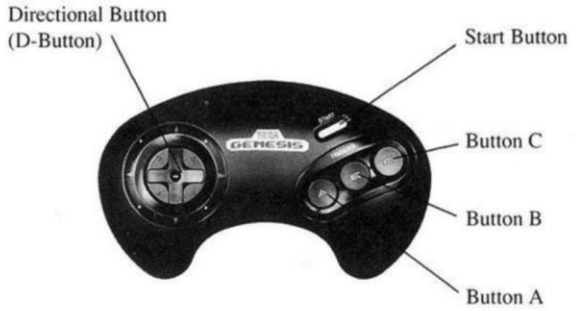
"I could be rich! Richer than Uncle Scrooge," Donald thinks to himself. But Big Bad Pete and his Ducky Gang are lurking outside the window. They're about to snatch the map, but Donald dashes away, safe for the moment.

"Donald, you're late!" Daisy scolds. "But Daisy, something fabulous is waiting for me!" Donald squawks. "If I can find it, it will be a terrific surprise for you. I'll tell you all about it when I get back!"

If he comes back! Donald has no idea what dangers surround the hunt for the Great Duck Treasure. He only knows that he'll do anything to find it . . .



Take Control!



Start Button
- Closes the pre-game screens.
- Starts the game from the Map screen.
- Takes you to the Weapons/Items screen.
- Closes the Weapons/Items screen.

D (Directional) Button
- Changes your selections on the pre-game screens.
- Moves the flag on the Map screen.
- Moves Donald on the game screens.
- Moves the brackets on the Weapons/Items screen.

Button A (Dash Button)
- Speeds Donald up.

Button B (Shot Button)
- Shoots Donald's weapon.

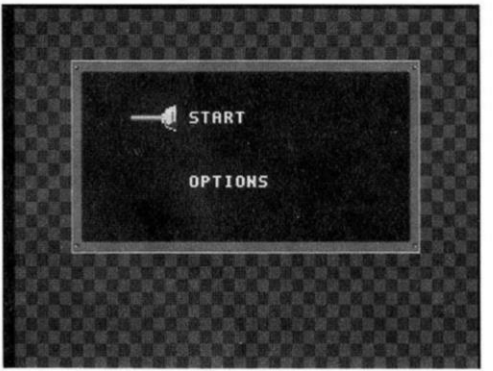
Button C (Jump Button)
- Makes Donald jump.
- Chooses something on the Weapons/Items screen.

Button A, B or C
- Advances through the story screens.
- Advances through the speech boxes.

Getting Started

Watch Donald tiptoe through the creepy underground caverns of the Aztec ruins. Continue watching to see other dangerous places Donald will explore. Press Start at the Title screen, or whenever you're ready to go on.

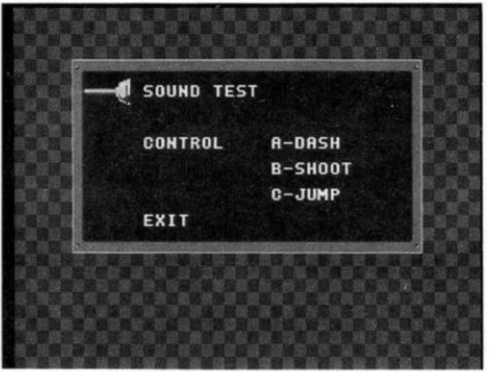
Next, the Game Select screen appears. Press Start to go on to the story screens, or press the D-Button DOWN to Option and press Start to see the Option screen.



The Option Screen

Press the D-Button UP or DOWN to move from one option to the next. Press LEFT or RIGHT to change the settings.

Sound Test
Listen to the musical themes for each *QuackShot* level.



Control
Set the functions of Buttons A, B and C. You can choose any one of five settings. If you don't change the settings, the controls will be:

Button A	Dash
Button B	Shoot
Button C	Jump

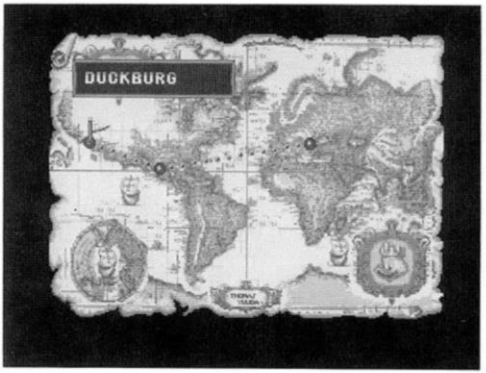
Exit
Press Start at this option to go back to the Game Select screen. Then press Start again to go on to the story screens.

The Story Screens

Read the story to find out how Donald discovered the map to the Great Duck Treasure, and made his first escape from Big Bad Pete and the Ducky Gang. Press Button A, B or C to go through the screens, or press Start to skip the story and go on to the Map screen.

Flying Off to Adventure!

The Map screen lets you choose your next destination. Press the D-Button LEFT, RIGHT, UP or DOWN to move the flag to a spot on the map. Then press Start to fly off to that place with Donald's nephews Huey, Dewey and Louie as your pilots.



At first, you can only choose one of three spots, Duckburg, Mexico, or Transylvania. But this is a treasure hunt! You and Donald are about to encounter mystifying adventures and treacherous, tricky foes. You'll find clues, tools and keys that will lead you around the world, to even more exotic lands!

If this is the first time Donald is gallivanting into danger, take him to Duckburg.

Donald's Moves

Get movin' the minute Donald hops off the plane.

Control Pad Buttons	*Actions*
D-Button	Press LEFT or RIGHT to walk in those directions. Press DOWN to duck. Press UP or DOWN to climb or descend ladders.
Button A (or your Dash Button)	Press along with the D-Button to quick-step across high-danger spots.
Button B (or your Shot Button)	Shoot your weapon. Press along with the D-Button UP to shoot at enemies above you.
Button C (or your Jump Button)	Press to jump. Press along with the D-Button DOWN + LEFT or RIGHT to slide left or right.

Quack Attack!

If things don't go just right, Donald's gonna get mad. Then watch out! Donald's Quack Attack will bowl over anybody in his way. What terrific power! But it only lasts for a few moments before Donald returns to his usual mood — just incredibly feisty.

Note: Donald has a Quack Attack when his Temper gauge fills up. See the next page.

The Game Screen

Donald may be impatient, but he also has to be cautious. Ducky Gangsters could pop out from anywhere, along with some very tricky inhabitants of the strange lands Donald will visit.

Watch the bottom of the game screen to keep an eye on how Donald is doing.

Power Gauge
Starts out with 5 of its 8 circles powered up, but decreases as Donald is hit. Restore the Power Gauge by grabbing Food items.

Temper Gauge
Starts out empty but increases each time Donald grabs a Red-Hot Chili Pepper. When the Temper Gauge is full, Donald has a Quack Attack!

Tries Left
Starts out with 3 tries. When Donald's Power Gauge empties, he loses 1 try. When all his tries are gone, the game ends.

Weapons and Ammo Left
Shows the weapon Donald is currently using. Plungers have unlimited ammo, but the Popcorn Shooter and Bubblegum Shoooter run out. Get more popcorn by picking up Corn items. Find Gyro Gearloose to load up on Bubblegum wads, or pick up gum in various places during your treasure search.

Points
Your score so far in the game. Earn points by thonking bad guys and grabbing Money Bags.

Flag Signal
Flashes when Donald is near a checkpoint where he can call for his airplane.

Keep On Truckin'

Use all Donald's moves to get him safely through each level. His shots put his foes out of commission, but only for a short time — just long enough for Donald to waddle, jump or dash past the danger.

Donald's got stamina, pluck, and a long way to go. Too many hits from his enemies will turn his duck hunt into a fowl disaster. But duck luck and determination will lead to success and the Great Duck Treasure!

Weapons

Yellow Plunger
Donald has an unlimited supply of these foe-smackers. They stun the bad guys, but only for a short time, so Donald better skedaddle!

Red Plunger
Donald uses this to climb high obstacles, as well as thonk foes. But first he's got to find it.

Green Plunger
This sticks onto airborne critters. Then Donald can hang on and fly over otherwise impassible obstacles. Donald can find it on a dark, cloudy night.

Popcorn Shooter
Donald always has this pop-gun. He can load up on ammo by picking up Corn items. The shooter fires 5 kernels at once.

Bubblegum Shooter
This shoots gooey bubbles that can break down obstacles. Donald always has this weapon, but Gyro Gearloose has most of the ammo supply.

Bonus Items

1 UP
When Donald runs across one of these, he gains an extra try.

Note: Earning 100,000 points also earns you an extra try.

Food
These items increase Donald's Power Gauge.

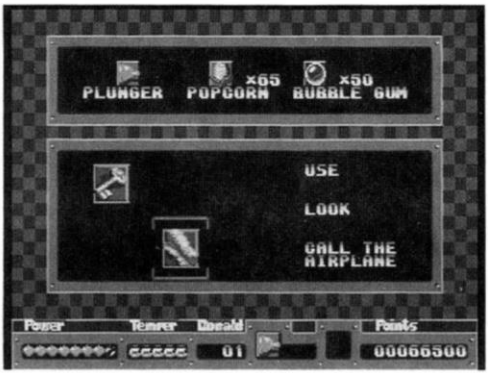
Corn
Supplies extra ammo for the Popcorn Shooter.

Money Bag
Gives you bonus points.

Red-Hot Chili Pepper
Five of these fiery snacks will give Donald a Quack Attack!

Switching Weapons and Using Items

Press the Start button during the treasure hunt to see the Weapons/Items screen. On this screen you can switch weapons, use or look at important items you've found, and call up your plane to zip to another place.



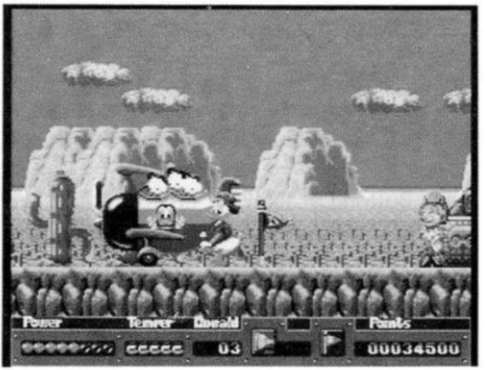
Press the D-Button UP, DOWN, LEFT or RIGHT to move the brackets. Press Button C to choose a bracketed item. Press Start to return to the hunt without changing your selection.

- **Weapons:** Bracket a weapon, then press Button A or C to switch to that weapon and return to the game.
- **Important Items:** Bracket an item and then press Button A or C. Then bracket either Use or Look, depending on the item. Press Button A or C again to return to the game. (If you can't use an item, move Donald to another position, and try again.)
- **Call the Airplane:** See the next page for instructions on flying to another spot.

Catching the Next Plane Out

When Donald reaches a checkpoint, he'll stop and set a flag. Checkpoints are safety zones that lead to even more dangerous areas. Donald won't be able to continue without a special weapon or item. And to find it, he's got to search a different section of the world.

A friend at the checkpoint might help Donald. Press Button A, B or C to move through the speech boxes and find out what the person has to say. Then move Donald next to the flag and press the Start button to go to the Weapons/Items screen. Move the brackets to Call an Airplane, and press Button A or C.

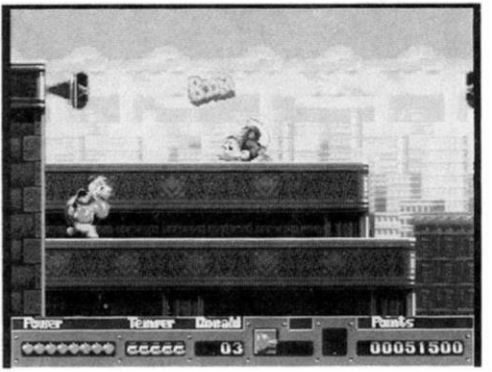


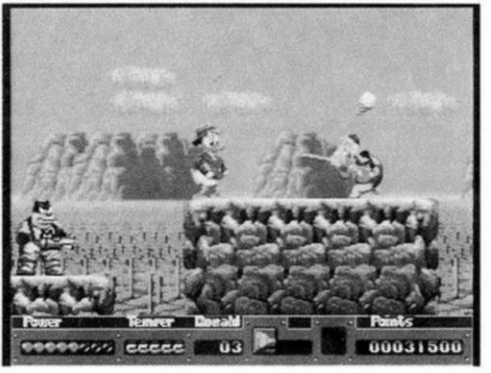
Huey, Dewey and Louie will arrive to zip Donald off to another land. When the Map screen appears, use the D-Button to mark your next destination, and press Button A.

When Donald hops off the plane in a new land, he'll start from the beginning. When he returns to a place he's already visited, he'll be dropped off at his last checkpoint flag.

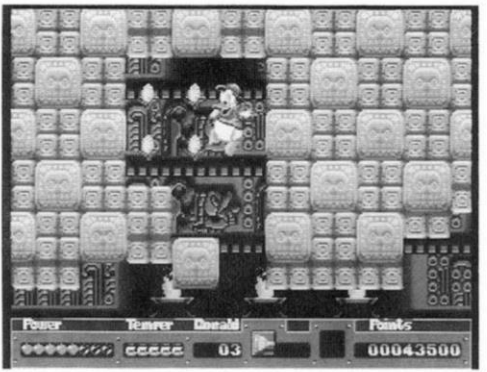
The Hunt Is On!

Duckburg
A townful of trouble keeps Donald zig-zagging through danger! Towering skyscrapers lead to sizzling power lines and an important discovery!



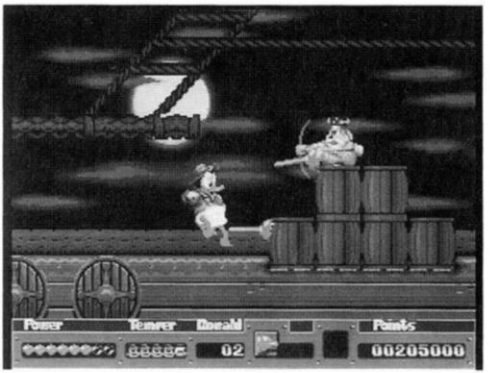


Aztec Ruins
Donald hot-foots it through floating flames and vicious Aztec warriors. How low can you crawl? How high can you jump? It's time to find out!

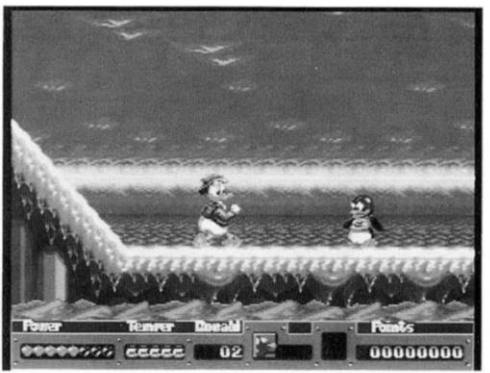


Transylvania
A creepy forest and a cold mist give Donald the shivers. Vampire bats, pudgy ghosts, and bowling skeletons rattle Donald's spirit. He'll receive a blood-chilling welcome from his host — the evil Count!

Viking Ghostship
Ship ahoy! Blasting cannons shiver the timbers of this spook-ridden vessel. In the eerie moonlit night, Donald finds something he desperately needs.



South Pole
What a workout — dashing across rising and falling ice floes! Breathless Donald is bombarded by snow foes. A key to his dilemma could turn up under the ice.



Maharaja's Palace
Sneaky snake charmers do their best to stop Donald in his tracks. A giant labyrinth could be the deep dark end!

Egypt
The pyramid is chock full of traps, pitfalls and secret chambers. Donald's up against a dead end — unless he can solve the Riddle of the Sphinx.

Ducky Gang Hideout
Big Bad Pete and his cohorts are full of surprises . . . the explosive kind. Donald gets trapped in a boggling maze, with only one way out!

Great Duck Treasure Island
Collect your courage for the final adventure. And remember, don't believe everything you see!

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
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Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

CASTLE OF ILLUSION™

STARRING MICKEY MOUSE

The search is on! Mickey tackles magnificent lands where fantasy and danger become real. A waterspout whirls Mickey around. A frantic Toyland suddenly flips upside down. To stay on his feet, Mickey runs, leaps, and bounces, slinging apples and marbles at his enemies.

Mickey is on the trail of a wicked witch named Mizrabel, who has kidnapped Minnie. Mickey must find seven gems hidden in the fantastic chambers and underground mazes of Mizrabel's Castle of Illusion and use them to save Minnie.

Wobble with Mickey on floating leaves, but look out for spiders! Venture into a loony library where even the books attack! Then, get ready to challenge your most dangerous foe, the evil Witch Mizrabel herself!

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